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CONSTITUTION

AND

By-Laws

OF THE

Philidor Chess Club

OF

BROOKLYN, E. D.

Adopted November 13th, 1878.

1878.

FREIE PRESSE, 61 Montrose & 30 Myrtle Ave.

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CONSTITUTION.

ARTICLE I.

Name.

This Club shall be called and known as

**The Philidor Chess Club
OF BROOKLYN, E. D.**

ARTICLE II.

Objects.

The objects of the Club are the practice of the art of chess play and advancement therein, together with the promotion of social intercourse among its members.

ARTICLE III.

Members.

The Club shall consist of regular and honorary members.

ARTICLE IV.

Officers.

The officers of the Club shall be a President, Vice-President, Secretary, Treasurer, and an Executive Committee, who shall be elected annually by ballot and majority vote of members present entitled to vote, on the first Wednesday in December and who shall take their seats at the first stated meeting in January following. Vacancies may be filled at any business meeting.

ARTICLE V.

Amendments.

There shall be no alteration of the constitution unless the same shall have been proposed at a meeting previous to the annual meeting, and afterwards approved by two thirds of the members then present, and due notice being given to every member by the Secretary, of such intended alteration.

BY-LAWS.

Members and Candidates.

1. Any respectable person may be elected a member of this Club.

2. Propositions for membership shall be presented in writing to the Executive Committee who shall report thereon at the following meeting.

3. Candidates shall become members if two thirds of the members present vote in the affirmative.

4. Those proposed shall have the privilege of the club room.

5. Honorary members may be proposed and elected by unanimous vote at any business meeting, they shall enjoy all the privileges of regular members except voting and holding office, and shall be exempt from all dues.

6. Visitors may be introduced by members at any regular meeting.

7. The expulsion of a member for cause shall be ordered by the Executive Committee, but must be submitted at the following business meeting to the Club, and, if ratified by a two third vote, the expulsion shall be complete.

Duties of Officers.

1. The President shall preside at the meetings of the Club, and shall be ex-officio a member of all committees.

2. The Vice-President will assume the duties of the President during his absence or at his request.

3. The Secretary shall conduct the correspondence of the Club, keep the minutes and records of the same, and a roll of members with their business and address, and prepare an annual report of the doings and condition of the Club.

4. The Treasurer shall receive all dues and monies, pay all drafts on him duly signed by the Secretary and President, and keep a correct account of the finances, an abstract of which he shall report every three months.

4. The Executive Committee shall be composed of two members and the President of the Club, who shall have the government and management of the club-room, Tournaments, Banquets, etc. They have power to incur expenses, incidental to the discharge of their duties, provided the amount of five dollars is not exceeded without the special consent of the Club. They shall decide all disputed points of law or usage in Chess which may arise in the Club, and the charges preferred against a member for cause, and shall recommend such action thereon as they may deem expedient.

Entrance Fees and Dues.

1. The entrance fee of members elected shall be one dollar, and the monthly dues 15 cents.

2. Members three months in arrears shall be

notified by the Secretary thereof, and if still delinquent shall be dropped from the roll.

Meetings.

1. The regular meetings of the Club shall be held on Wednesday and Friday evenings.

2. Business meetings shall be held on the first Wednesday of each month, at which the general business of the Club shall be transacted; and if any important question should be brought before the Club, final action on the same shall not be taken until the next business or special meeting, and every member has been duly notified thereof.

3. Special business meetings may be called by the Executive Committee, or by the request of five members, of which due notice has been served upon every member three days previously.

4. The annual meeting shall be held on the first Wednesday in December, at which the annual reports shall be submitted and the officers elected.

5. Seven members shall constitute a quorum at any meeting.

6. All business meetings shall be governed by the usual parliamentary rules.

7. No other game than Chess shall be permitted to be played in the Club room, and all playing shall cease at 12 o'clock.

Order of Business.

1. Reading the minutes of previous meetings and approval.
2. Reports of committee by seniority.
3. Correspondence.
4. Election of members.
5. Reports of officers.

6. Election of officers.
7. Unfinished business.
8. New business.
9. Reading of minutes for correction.
10. Adjournment.

Alteration of By-Laws.

Notice shall be given of any intention to alter or amend the foregoing By-Laws at a business meeting, and shall not be acted upon until the following regular business meeting and all the members have been duly notified thereof.

Regulations for playing the Game.

The regulations for playing the game of Chess shall be the same as those published in Staunton's Chess Praxis which are as follows:

Private Agreement.—Either at the commencement or in the course of the game, the players may mutually agree upon any deviation from the laws they may think proper. But a player who has conceded any indulgence to his opponent has no right to demand a similar concession, unless it was specially stipulated to be reciprocal. Each player is bound by the laws of the game in all cases not provided for by distinct agreements to the contrary.

RULE I. *Wrong position of the Chess Board.*—If during the progress of a game either player discovers that the chess-board has been improperly placed, he may insist on its being adjusted. The game to proceed from the point where the adjustment took place, as if no mistake in the position of the board had been made. (N.B. Lookers on are privileged to inform the players of the chess-board being wrongly placed.)

II. *Omission or misplacement of the Chess men.*—If at any time in the course of a game it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question *must* be annulled.

III. *Right of move and choice of colour.*—The right of making the first move and (if either player require it) of choosing colour of the men must be decided by lot. Each player then moves one man at a time, except in case of castling, or when odds of moves are given, or where his adversary has forfeited his move, alternately throughout the game. In any series of games between the same players at one sitting or in one match, each shall have the first move alternately in all the games whether won or drawn. But if a game is annulled, that is, not played out, the player who had the first move in that game shall move first in the next. When the players have each made one move in a game they must be considered to have chosen the men, and must retain them throughout the whole of a sitting or match, unless otherwise agreed by mutual arrangement.

IV. *Commencing out of turn.*—If a player makes the first move in a game when it is not his turn to do so, the game must be annulled and begun again, if the error is noticed by the adversary before he has made his fourth move. After four moves have been made on each side, the game must proceed and be considered legal. If it occur in a match, the player deprived of the move must, when more games have to be played, take an additional first move in compensation.

V. *Playing two moves in succession.*—If in the course of a game a player move a man when it is

not his turn to play, he must retract the last move, and, if his adversary chooses, after he himself has moved, must play the man wrongly moved, if it can be legally played. But the adversary can only enforce this penalty before touching a man in reply. If the error is discovered later it must be rectified by the *Ginoco a Monte*, without penalty. This rule applies only to complete moves, not to merely touching a man.

VI. *Touch and move*.—A player must never touch any of the men except when it is his turn to play, and then only such men of his own as he intends to move or such of his adversary's as he intends to take. A player who touches with his hand one of his own men when it is in his turn to play, must move it if it can be legally moved, unless before touching it he say "J'adonbe," or words to the same effect. And a player who touches one of his adversary's men (under the same conditions), must take it. If in either case the move cannot legally be made, the offender must move his king, and in the event of the king having no legal move, he must play any other man legally moveable that his adversary pleases. If a player, however, touches a man, in consequence of a false cry of "check," or, being checked and not apprised of it by his adversary, touches a man, he is not obliged to play it, or, having played it, may retract the move.

VII. *Touching a square with a man*.—A move is complete and irrevocable (provided it be a legal one) the moment the piece or pawn has quitted the players hand, but as long as the hand remains on the man touched, it may be played to any square it commands which the player has not touched with it during his deliberation on the move. But it must always be played to a different square from that it occupied previously to the move, and if it

has touched all the squares it commands, it must be played to any one of them the opponent elects.

VIII. *False moves.*—If a player be guilty of a false move by playing a Piece or Pawn of his own to a square to which it cannot be legally moved, or capture an adverse man by a move which cannot legally be made, he must, at the choice of his adversary, either move his own or take the adverse man legally, forfeit his turn to move, or play any other man legally moveable which his adversary may select. Castling, under circumstances forbidden in the fundamental laws, must be considered a false move in the meaning of this clause.

IX. *Touching more than one man.*—If a player, when it is his turn to play, touch with his hand more than one of his own men (unless in castling), or of his adversary's, he must, when the men are his own, play any one of them legally moveable that his opponent selects. When they are his adversary's, he must capture which ever of them his antagonist chooses, provided it can be legally taken. If, in such case, it happens that none of the men so touched can be moved, or captured, then the offender must move his king, and if the king cannot legally be moved, he must play any other Piece or Pawn legally moveable that his opponent may name.

X. *Enforcing Penalties. Giuoco a Monte.*—A penalty can only be enforced before the adversary has touched a man in reply. If an illegality is discovered at any later period, the move on which it was committed, and all made subsequently must be retracted, and the error corrected at the offending party's own option. If the source of a manifest illegality cannot be discovered, the game must be annulled. When the king is moved as a penalty, the player cannot castle on that move, and of course forfeits his right to castle during that game.

XI. Check.—A player must audibly say "Check" when he makes a move which puts the hostile king in check. The king must then be played out of check, on the move made in reply to that which gives it, either by being moved, by the capture of the checking man, or by the interposition of a man between the king and that which gives check. A player is not compelled to give check because he utters it, unless he has already touched a man which cannot move without giving check. But, if it is uttered and not given, the move on which it is uttered must be retracted and another made, if the adversary require it.

If a player move his king into check; if he removed a man which covered his king and thereby place him in check; if, while his king is in check, he touch or move a man which does not cover the check; in either of these cases he has touched or moved a man in such a manner as to subject him to the penalties laid down in Section VI. If check is not uttered and the adversary makes a move which really covers the check, such move must stand, as it proves the check to have been observed.

XII A king remaining in check.—If the king of either player is placed in check, and the check is not announced or discovered until one or more moves have been made, all moves subsequently made must be retracted, and the player who ought to have announced the check must make some other move. If the check has been duly announced, but still not provided against, the moves must only be retracted as far as that of the king, which must be placed out of check in any manner its player chooses. If, however, the moves subsequent to the unannounced or uncovered check cannot be remembered, the game must be annulled. In this case, the player who moved first retains the first move for the next game.

XIII. *J'adoube*.—When a player touches a man for the purpose of adjusting it, and not with the intention of moving it, he must, before touching it, say "*J'adoube*" or words to that effect. He will then have the right of moving any other man he thinks proper, notwithstanding his having touched the one in question. But this expression must not be used as an afterthought to prevent the necessity of moving a man already touched, nor must it be used to justify the touching of a man which does not require adjusting. If a player say "*J'adoube*," after touching a man, or before touching one which does not require adjusting, he is compelled to move or capture the man touched, as if "*J'adoube*" had not been said.

XIV. *The counting fifty moves*.—If at any period of a game one player should persist in repeating a particular check, or a series of checks, or the same line of play, his adversary can demand that the game shall be limited to fifty more moves on each side, and, if within that limit neither party win, the game must terminate as a drawn one. So also when a player has only a king remaining on the board, he may insist on the moves being counted from that moment, and, after fifty have been made on each side without result, the game must be considered drawn. This rule is applicable also in cases where one player has only a king and a queen, a king and rook, and king and bishop, or a king and knight, against a superior (or equal force). And whenever one player considers that one side can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting.—N. B. But it does not apply to games wherein one party undertakes to mate with a particular man or on a particular square.

XV. *Duration.*—As a general principle, it is not expedient to limit the time of moving. But in matches of importance it may often be desirable to do so. In such case the best course appears to be, the allotting, a certain portion of time to each party for a certain number of moves, leaving him to expend his time at his discretion, and, in the event of his exceeding it, to impose a pecuniary fine for every instance of excess.

But though the time occupied in a move is not limited by law, a player must not purposely protract the game with the view of wearying or annoying his opponent.

XVI. *Upsetting the board.*—Should the board be upset, and all or any of the men thrown off, or out of position, they must be replaced, and the game must proceed in its regular course. And in case of a dispute respecting the replacing, the opinion of the player who did not upset the board shall always prevail over that of the player who did.

Wilfully upsetting the board is equivalent to resigning the game.

XVII. *Dropped man.*—If at any time it is discovered that a man has dropped off the board, and moves have been made during his absence, such moves shall be retracted and the man restored. If the players cannot agree as to its restoration, the game must be annulled. A dropped man may be replaced on the board without saying "*J'adoube.*"

XVIII. *Abandoning the game.*—If either player abandon the game, discontinues his moves, voluntarily resigns, or refuse to abide by a decision of the umpire, he must be considered to have lost the game.

XIX. *The Umpire or Bystanders.*—The umpire shall have authority to decide any question what-

ever that may arise in the course of a game, but must never interfere except when appealed to by one of the players, unless a violation of the fundamental laws has taken place; and when appealed to he must always apply the laws as he finds them herein expressed, and neither assume the power of modifying them or deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander comprises any impartial player of eminence who can be appealed to, absent or present.

Rules for playing the game at odds.

I. In games where one player gives the odds of a Piece, or "the exchange" or allows his opponent to count drawn games as won, or agrees to checkmate with a particular Piece or Pawn, or on a particular square, he has the right to choose the men and to move first, unless an arrangement to the contrary is agreed to between the combatants.

II. When the odds of Pawn and one move, or Pawn and more moves are given, the Pawn given must be understood to be the King's Bishop's Pawn.

III. When a player gives the odds of his King's or Queen's Rook, he must not castle (or, more properly speaking, leap his King from the side from whence he takes off the Rook) unless before commencing the game or match he stipulates to have the privilege of so doing.

IV. When a player undertakes to give checkmate with one of his Pawns, or with a particular Pawn, the said Pawn must not be converted into a Piece.

V. When a player accepts the odds of several moves, he must not play any Piece or Pawn beyond the fourth square, i. e., he must not cross the middle line of the board, before his adversary makes his first move. Such several moves are to be collectively considered as the first move of the player accepting the odds.

VI. In the odds of checkmating on a particular square it must be the square occupied by the King mated, not by the man giving mate.

VII. The player who undertakes to win in a particular manner and either draws the game, or wins in some other manner, must be adjudged to be the loser.

In all other respects, the play in games at odds must be governed by the regulations before laid down.

Rules for playing the game by correspondence.

I. In playing a game by correspondence, the two parties should always agree beforehand in writing as to the persons who are to take part in the contest, as to the time and mode of transmitting the moves, as to the penalties to be inflicted for any breach of the contract, and as to the umpire or referee.

II. In a game of this description, a move once despatched by the medium agreed on cannot be recalled. If a legal move it must be abided by, and, if an illegal one, the party sending it will be subjected to the same penalty as for a false move played with an opponent vis-a-vis.

III. Neither party shall be obliged to send more than one move at a time, but if either choose to send more, the moves so sent must be considered irrevocable if legal, and punishable in the manner before stated if unlawful.

IV. When several successive moves are sent at once, and one of them is found to be illegal, the sender must suffer the punishment for a false move and the game then proceed from that point. The subsequent moves, which were forwarded with the illegal one, must, however, in that case be cancelled.

V. If a player send hypothetical moves, that is moves on the assumption that his adversary will make certain others previously, they shall not be binding unless his adversary make the moves assumed.

VI. If a player send more than one move on the same turn to play, the adversary may select, which he pleases.

VII. If either party in a game by correspondence accept the assistance of any player not originally engaged to take part in the contest, that party shall forfeit the game.

VIII. If a move bears more than one interpretation the player receiving it must announce with his next move, which interpretation he adopts, or it must be interpreted according to the intention of the sender.

IV. A move not intelligibly described incurs the penalty of sending no move on the day appointed.

Rules for playing the game by consultation.

I. The law of touch and move must be observed in these games.

II. Each party must be bound by the move communicated to the adversary whether it be made on the adversary's board, in writing, or by word of mouth. If the move so communicated should prove to be different from that actually made on the party's own board, the latter must be altered to accord with the former.

III If either party be detected in moving the men when it is not their turn to play, or in moving more than one man (except in castling) when it is their turn to play, they shall forfeit the game, unless they can show that the man was moved for the purpose of adjusting or replacing it.

IV. If either party has, accidentally or otherwise, removed a man from the board, which has not been captured in the course of the game, and made certain moves under the impression that such man was no longer in play, the moves must stand, but the man may be replaced whenever the error is discovered.

V. If either party in a game by consultation permit a bystander to take part in the contest, that party shall forfeit the game.

SUPPLEMENT.

The Chess Board.—During play the board must be so placed that each combatant has a white square in his right hand corner.

Taking a Pawn in passing.—When a Pawn is played two squares at his first move, any adverse Pawn which has reached the fifth square of his file may, on the move in reply, but not later, take such Pawn in the same manner it could have done if it

had only been moved one square: this is called taking in passing. The taking a Pawn in passing is to be considered a forced move when the player has no other.

Queening a Pawn.—When a Pawn has reached the eighth or last square on its file, it immediately assumes the name and power of any Piece its player may select, except a king, whether such Piece have previously been lost or not; and, if the player does not select a Piece, such Pawn is always to be considered a queen. It follows, therefore, that a player may have more than one queen, or more than two rooks, knights or bishops on the board. No penalty attaches to a player's accidentally selecting a Piece of his adversary's colour.

Castling.—It is effected on the king's side by moving the king to his knight's square, and the king's rook to the king's bishop's square; on the queen's side, by placing the king on the queen's bishop's square and the queen's rook on the queen's square. A player can castle only under the following stipulations:—1. When neither the king nor the castling rook has been moved. 2. When the king is not at the time in check. 3. When all the squares between the king and rook are unoccupied. 4. When no hostile Piece or Pawn attacks the square on which the king is to be placed, or that he crosses over.

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